

SAMPLE PAY TABLE

Candy Necklaces	40	Gold Coins	5000
Nik-L-Nips	25	Ice Cream Cones	1000
Chocolate Babies	10	Red Licorice Pipes	500
Mixed Candy	5	Black Licorice Pipes	250
3 Red Cherry Dollars	15	Candy Paper Dots	150
2 Red Cherry Dollars	10	Licorice Records	100
1 Red Cherry Dollar	5	Wax Lips	50

The payable is standard, with pays ranging from one red cherry dollar to 3 gold coins. This sample payable is based on a wager of 5 coins per game.

FIG. 1

5-Play Penny Candy

This example illustrates FivePlay, but the same gameplay could accommodate up to FiftyPlay.

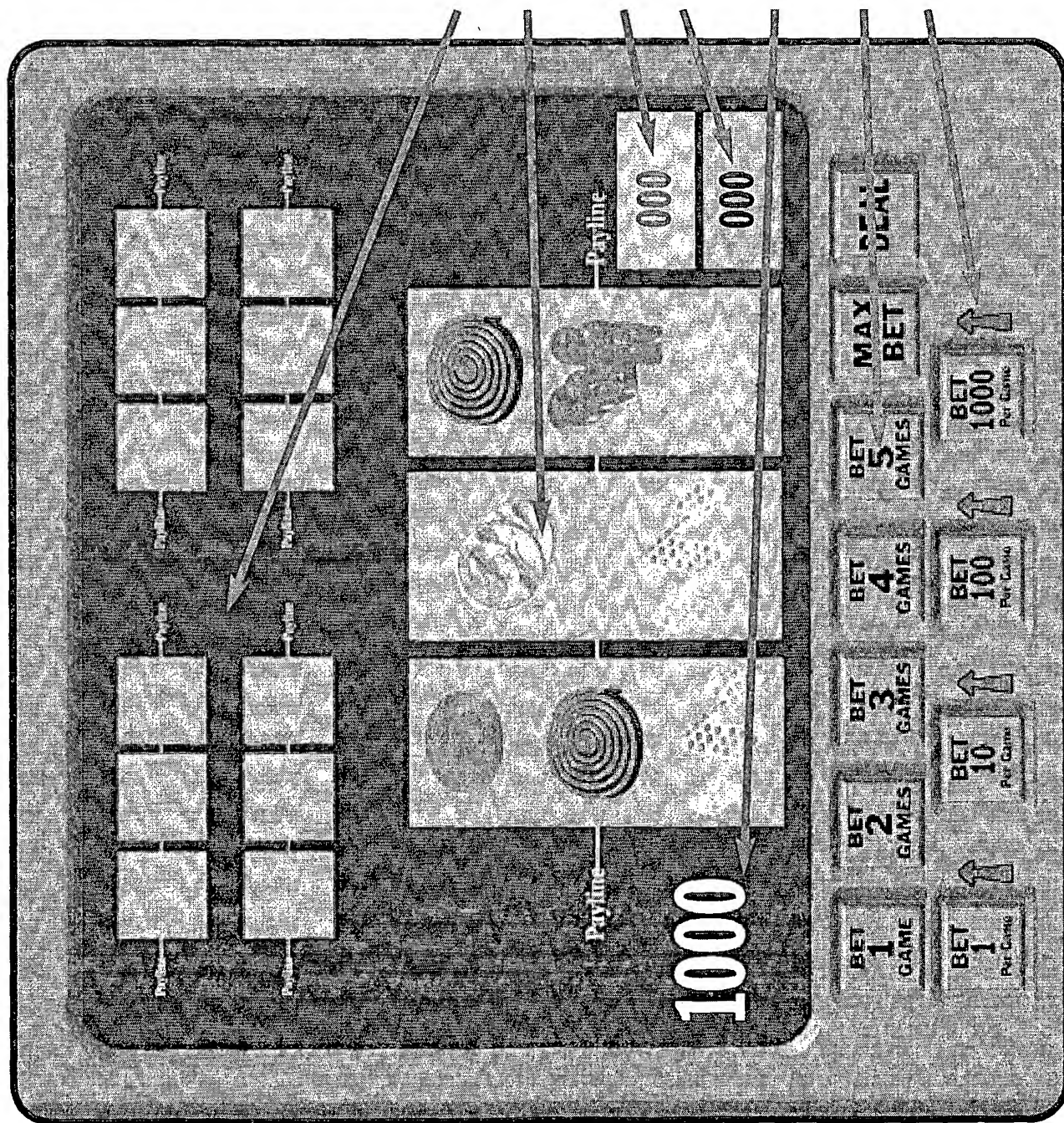


FIG. 2

The player has bet 5 games and has bet 30 credits per game (pressing “Bet 10 Per Game” three times.)

The player presses DEAL and the main reels spin.



5-Play Penny Candy^(B)

As soon as the first reel stops, the same result is automatically, instantaneously shown on the first reel in each game.

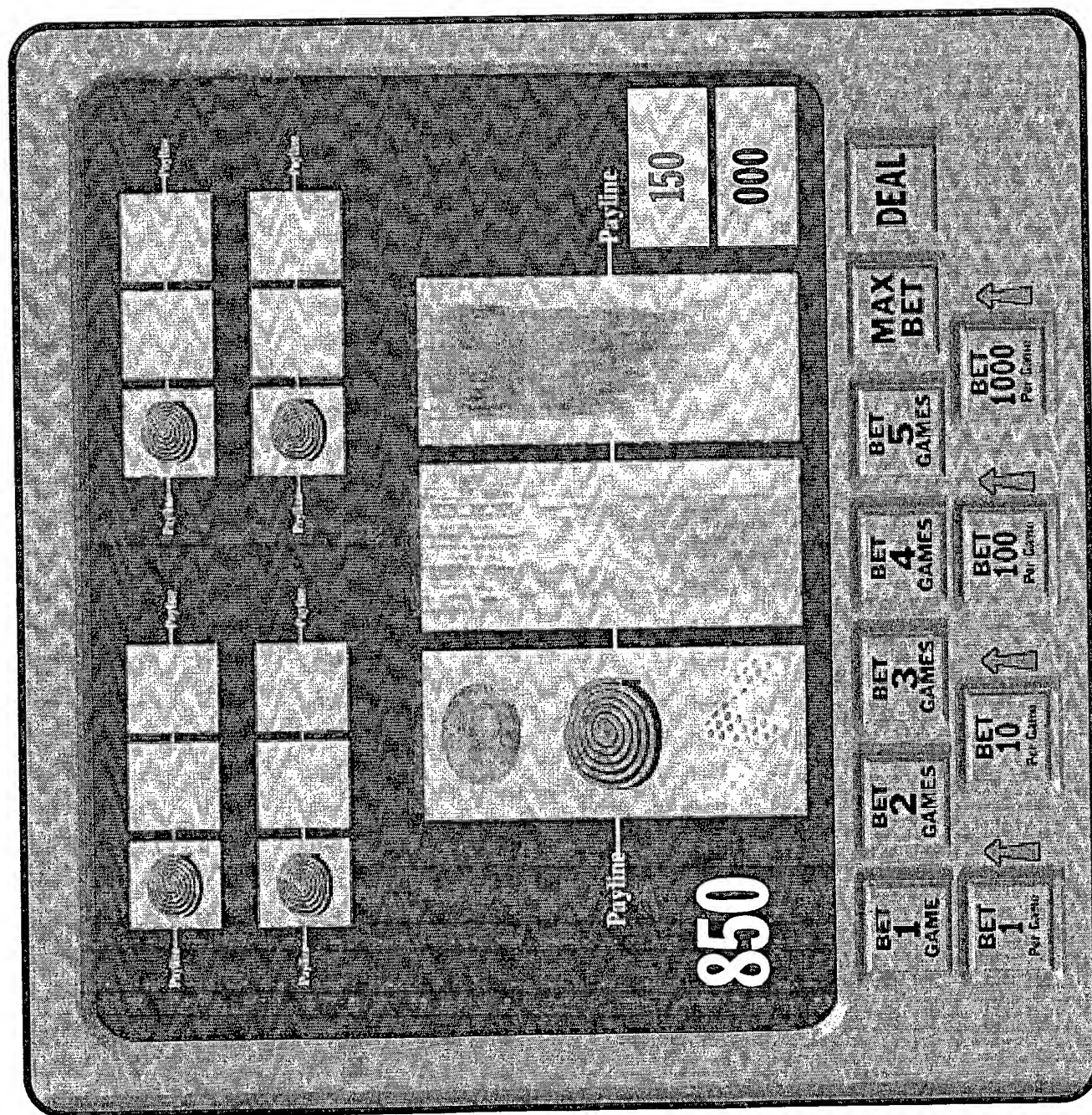


FIG. 4

5-Play Penny Candy^(c)

The random number generator would then take all the combinations that start with that symbol, in this case the licorice record, and use that group from which to pick the final five combinations. (If the first reel has landed on a BLANK, that would be the first reel on all the games, and the final combinations would be picked from that group of combinations that start with a BLANK.)

Immediately reels 2 and 3 in the rest of the games (four in this example) also begin to spin.

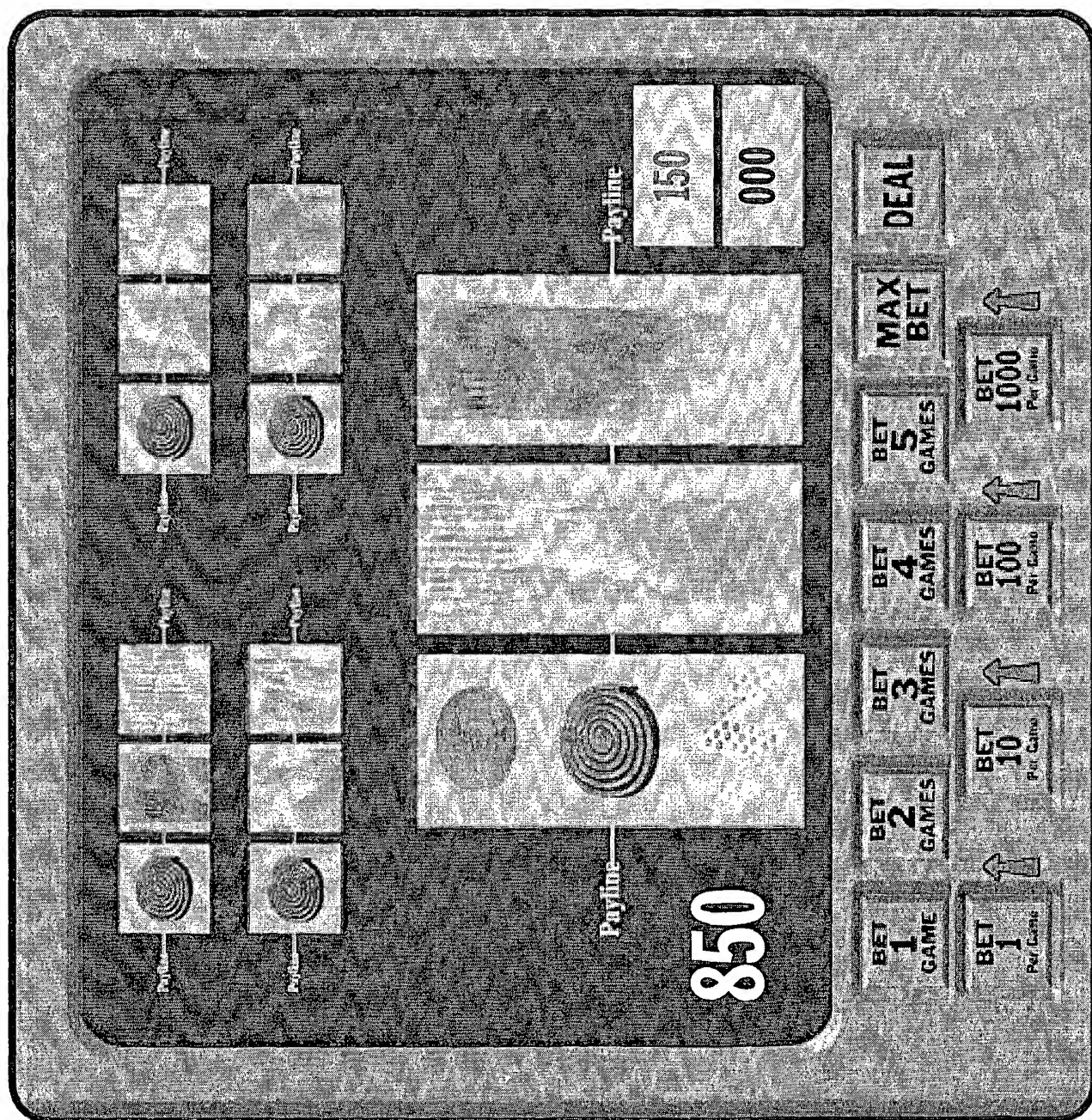


FIG. 5

5-Play Penny Candy^(D)

All the second reels stop spinning.

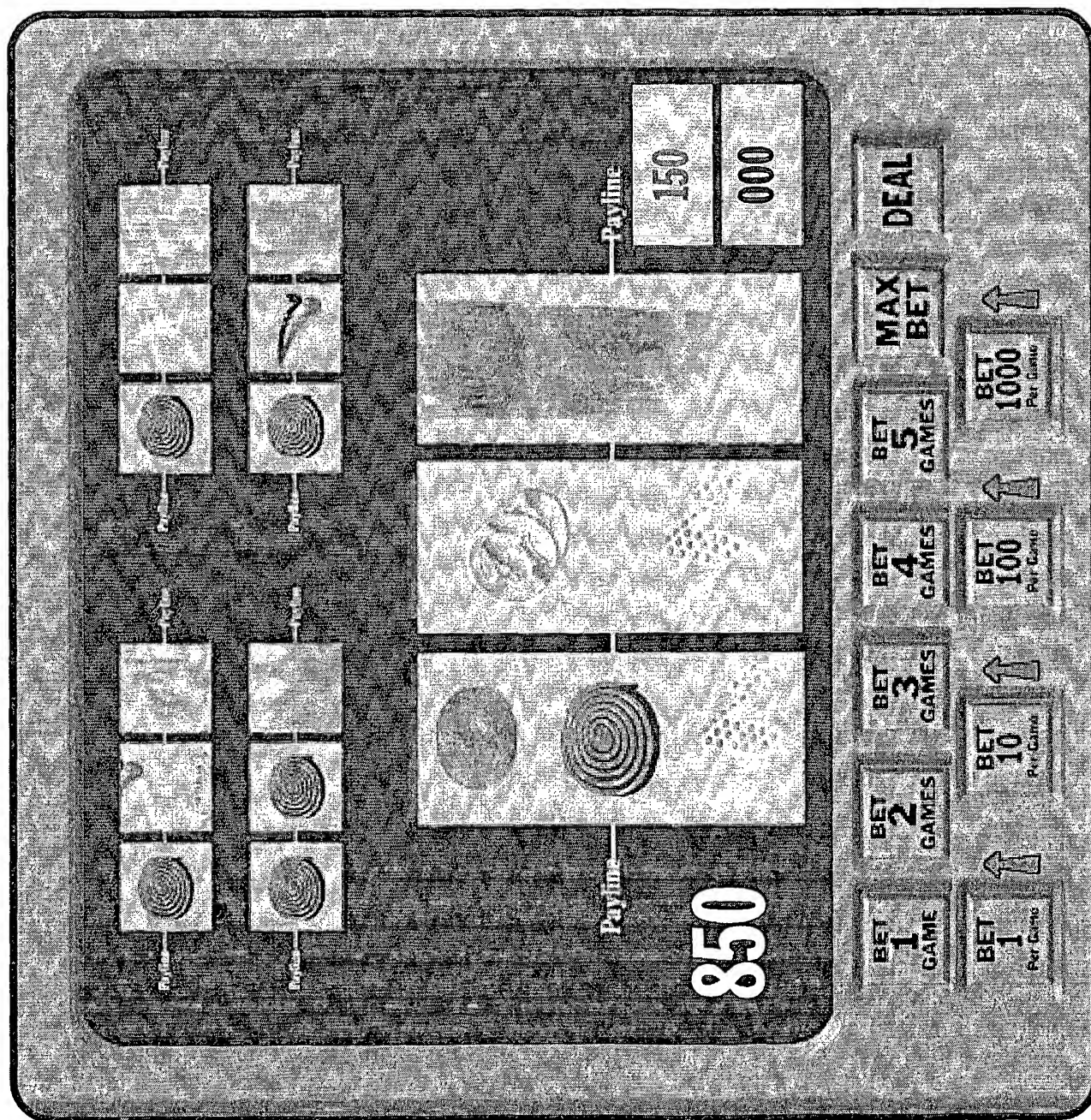


FIG. 6

5-Play Penny Candy^(E)

Finally all the third reels stop spinning.

The player wins 30 for the mixed candy in game 5.

The player also wins 600 for the 3 licorice records in game 2.

To keep the player's hopes up in the case of spinning a BLANK on the first reel, the cherry dollar would become a CHERRY-like pay.

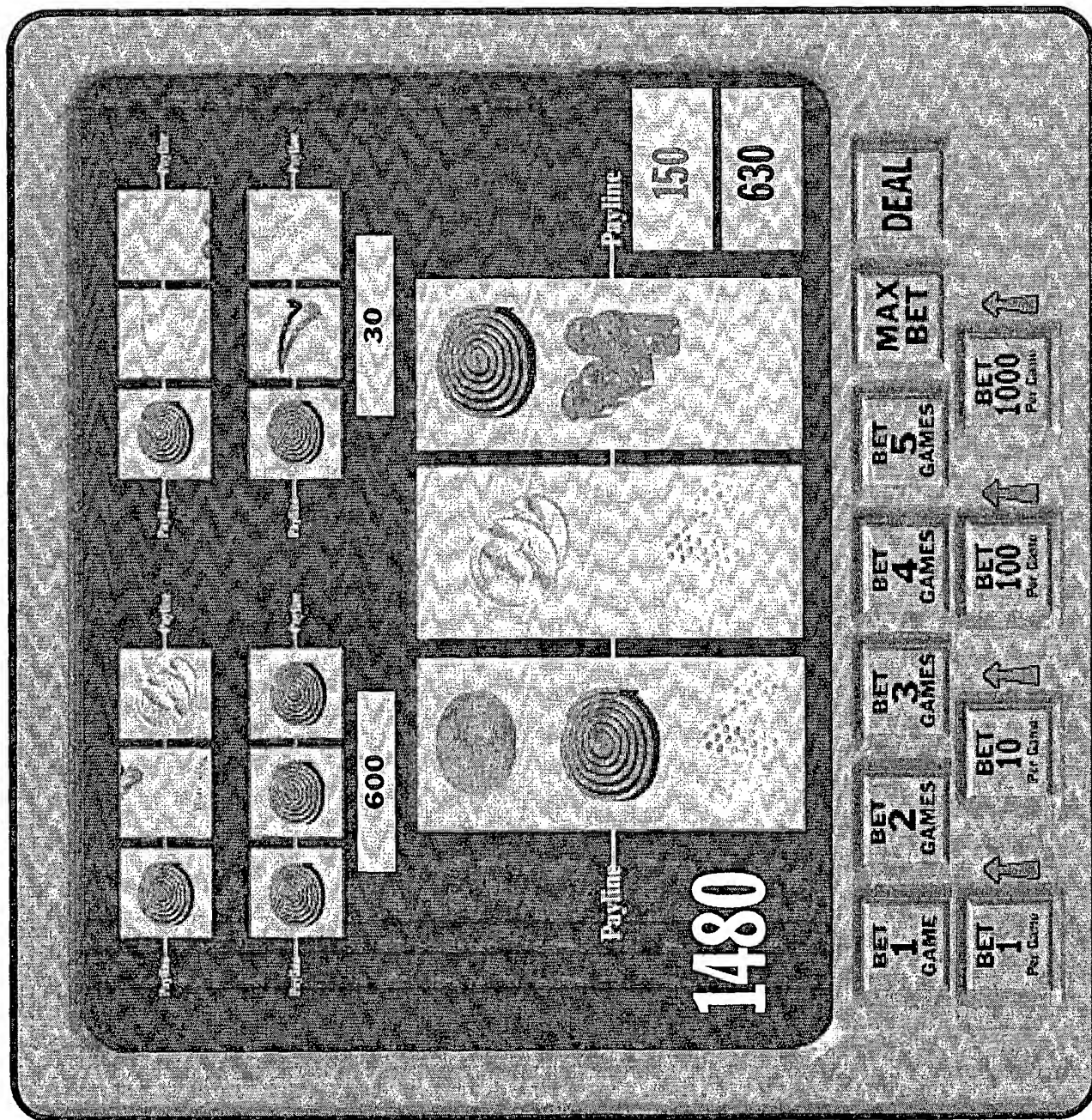


FIG. 7

Alternate Play Pattern^(A)

Just as in the original version, the first reel result is duplicated in all hands.

In this version, however, each game is brought to conclusion before the next game is played out. Here the main reel has been completed.

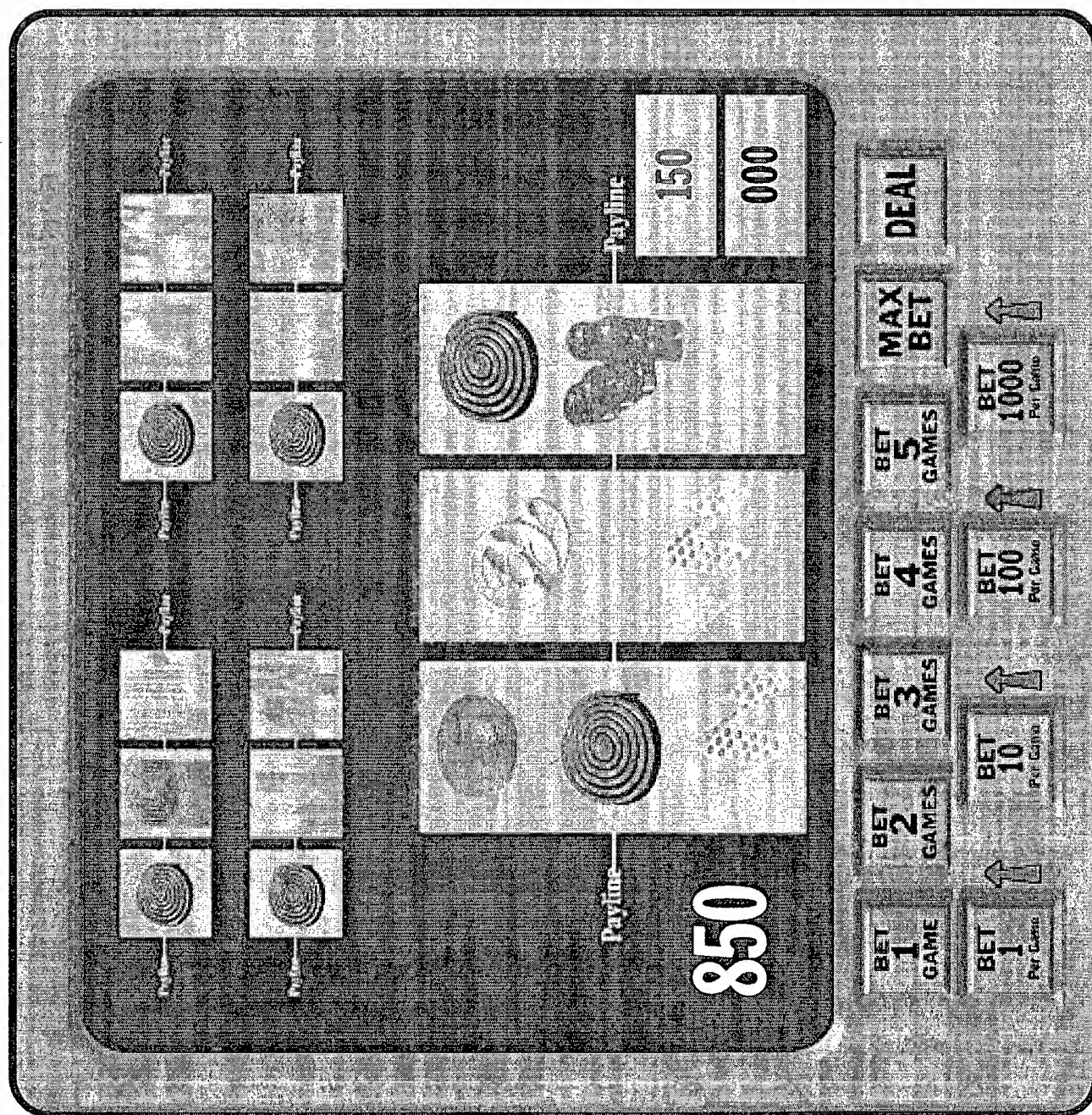


FIG. 8

Alternate Play Pattern^(B)

Now the second game reels have stopped, and the result known.

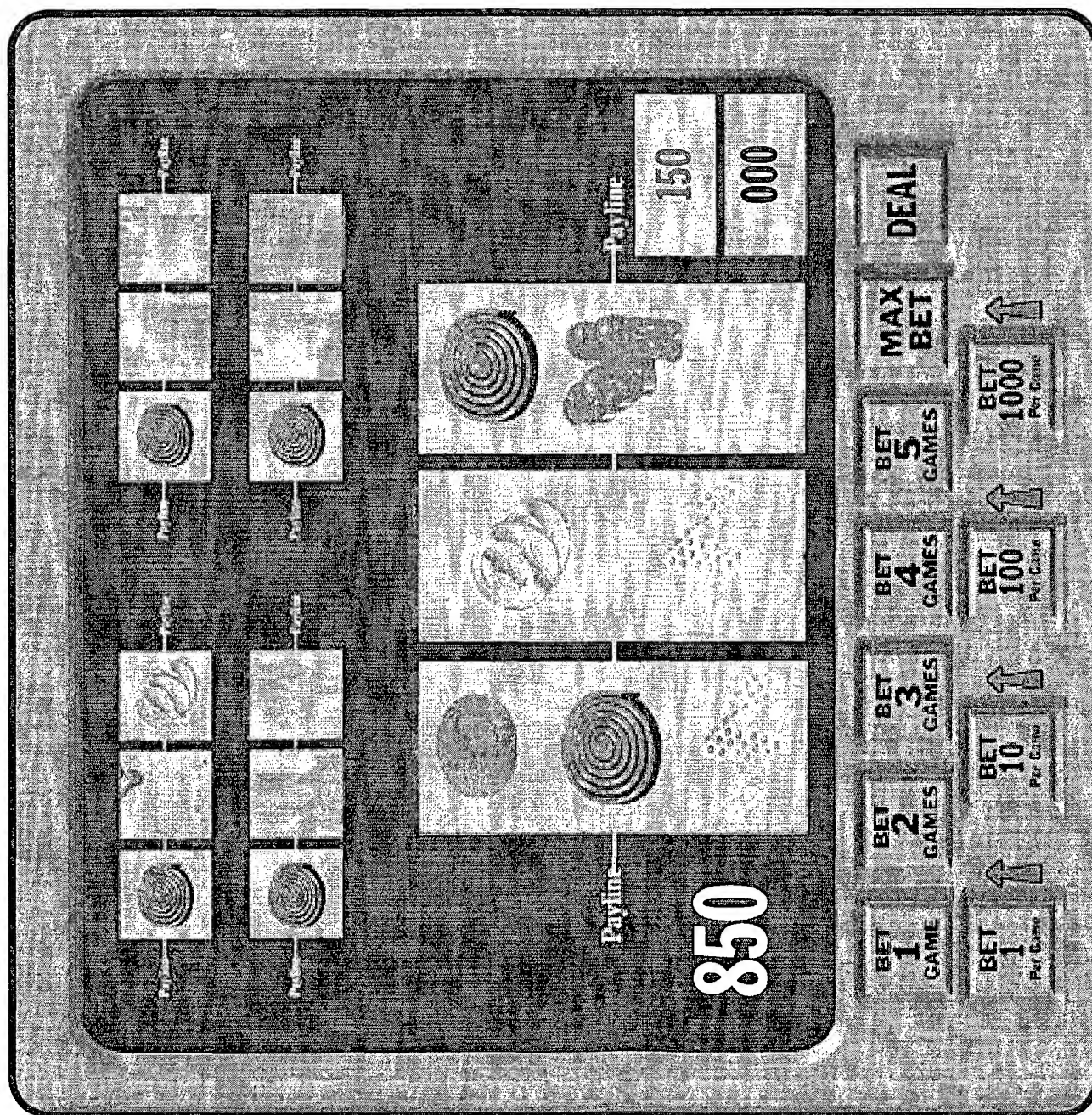


FIG. 9

Alternate Play Pattern^(c)

The third game reels have stopped, and the result known.

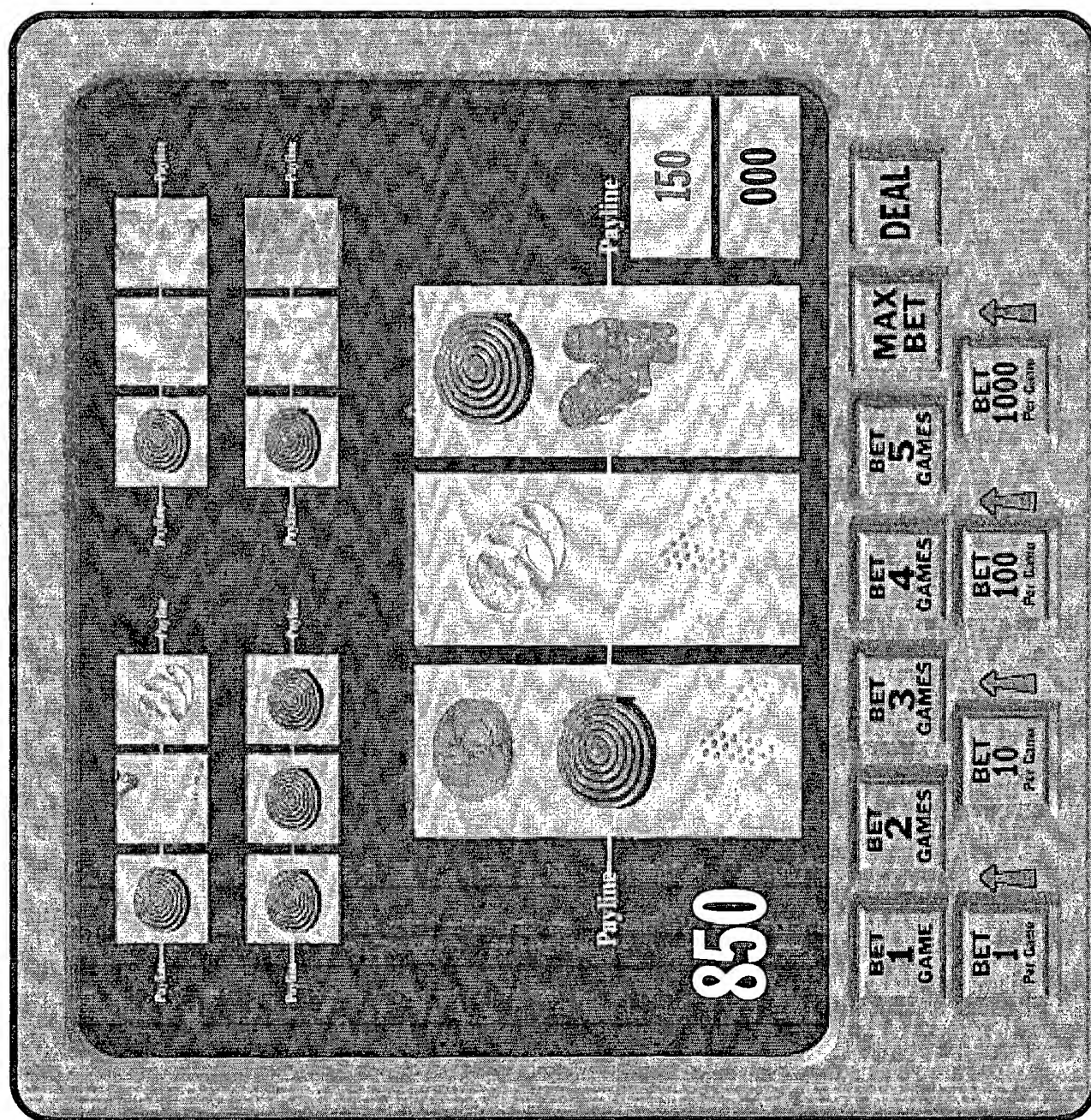


FIG. 10

Alternate Play Pattern^(D)

The fourth game reels have stopped, and the result known.

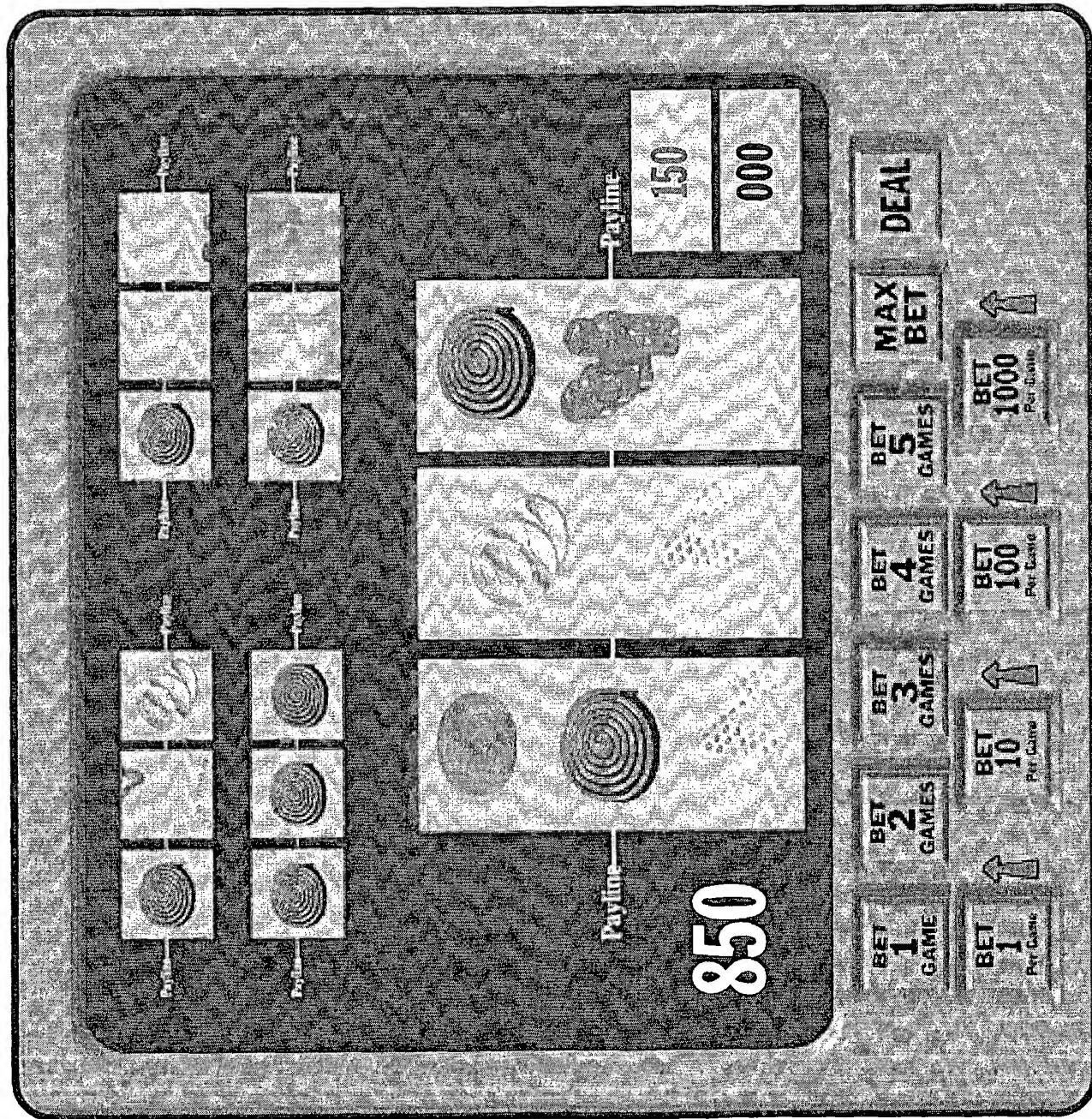


FIG. 11

Alternate Play Pattern^(E)

The fifth and final game
reels have stopped.

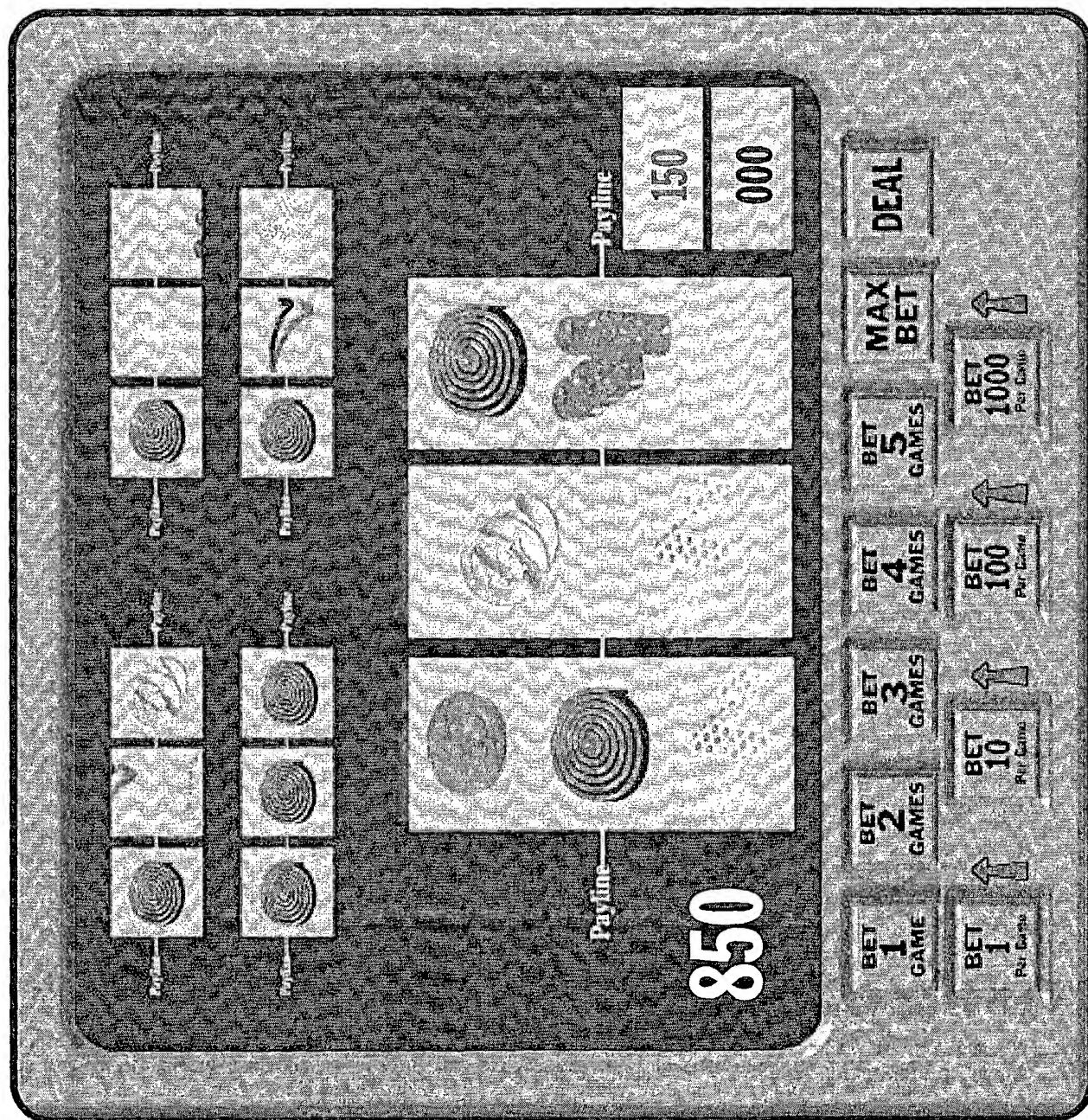


FIG. 12

Alternate Play Pattern^(F)

All the results are paid
according to the payable.

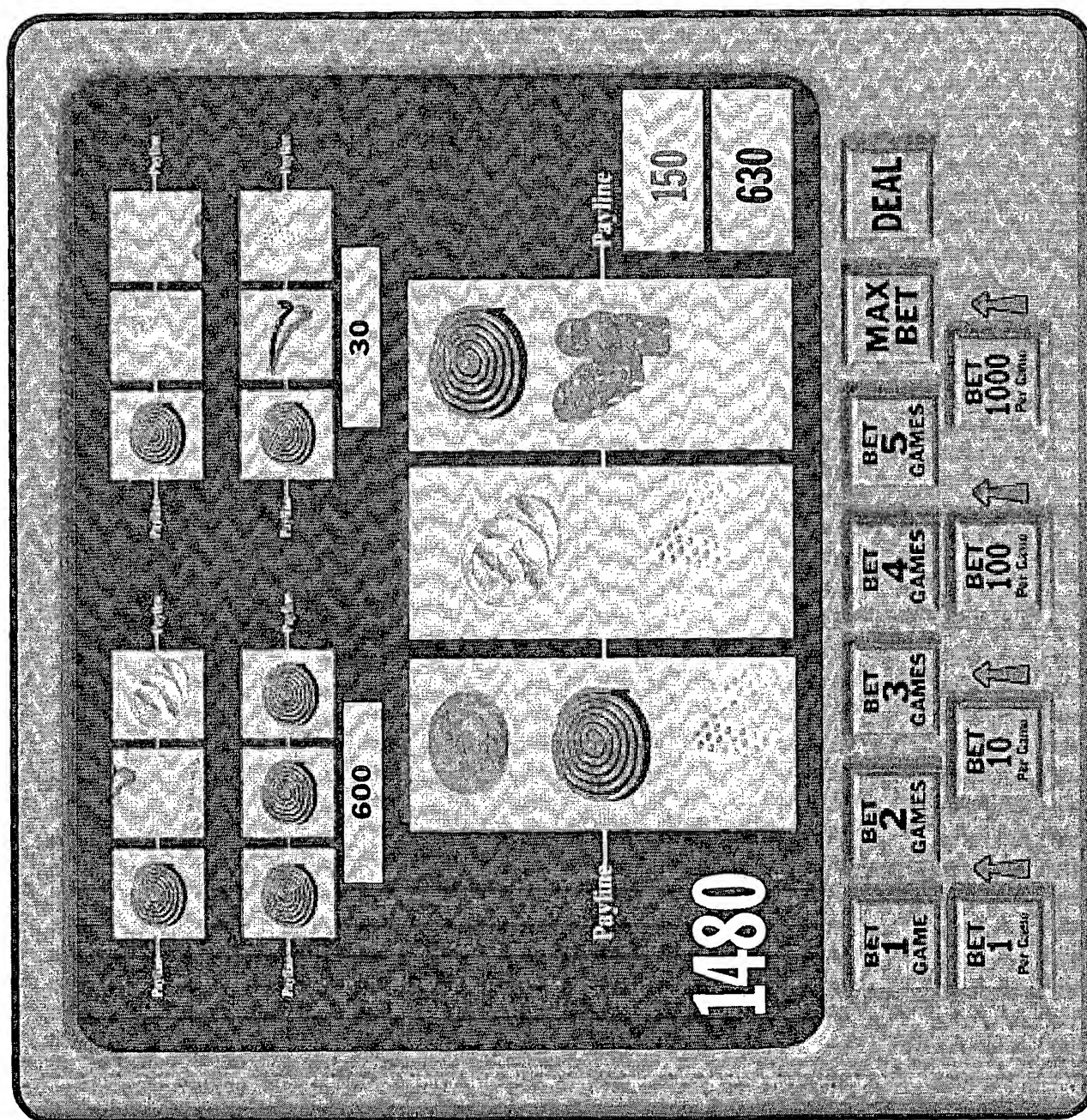


FIG. 13





















A 3-REEL MULTIPLAY SLOT GAME

IT'S YOUR LUCKY DAY is a 3-reel casino slot game that is designed specifically for multiplay. The theme and gameplay are enhanced by the ability to play from 1 to 100 games at a time! It can be played in a multi-denominational format, with the payouts based on standard 3-reel pay schedules.

The novelty of IT'S YOUR LUCKY DAY lets the player interact with the game, increasing the thrill and anticipation of winning big. Playing on superstition and lucky dates, the game personalizes the gaming experience by allowing the player to pick her own favorite month for each spin. If a win of the correct month comes up, the game automatically goes into bonus mode, and picking the correct day out of 31 will multiply the already hefty payout!

FIG. 14

SAMPLE PAY TABLE

			3 CHOSEN Months 500 PLUS BONUS!
			3 Matched Months 100
			Engagement Rings 75
			Birthday Cakes 50
			Party Hats 30
			Party Blowers 40

The basic payable is relatively standard, with pays ranging from one red DOLLAR SIGN (similar to cherry pay) to 3 IDENTICAL MONTHS specifically chosen by the player. All months are represented by birthstones as well as the name of the month. This sample payable is based on a wager of 5 coins per game.

FIG. 15

5-Play Lucky Day

This example illustrates Five-Play, but the same gameplay could accommodate up to Hundred-Play.

4 ADDITIONAL GAMES

3 MAIN REELS (Main Game)

CREDITS BET

CREDITS WON

TOTAL CREDITS

TOUCH SCREEN —
Pick your lucky month!!!!

OF GAMES BET

OF CREDITS BET PER GAME: Player presses one or more buttons one or more times until the desired bet is reached.

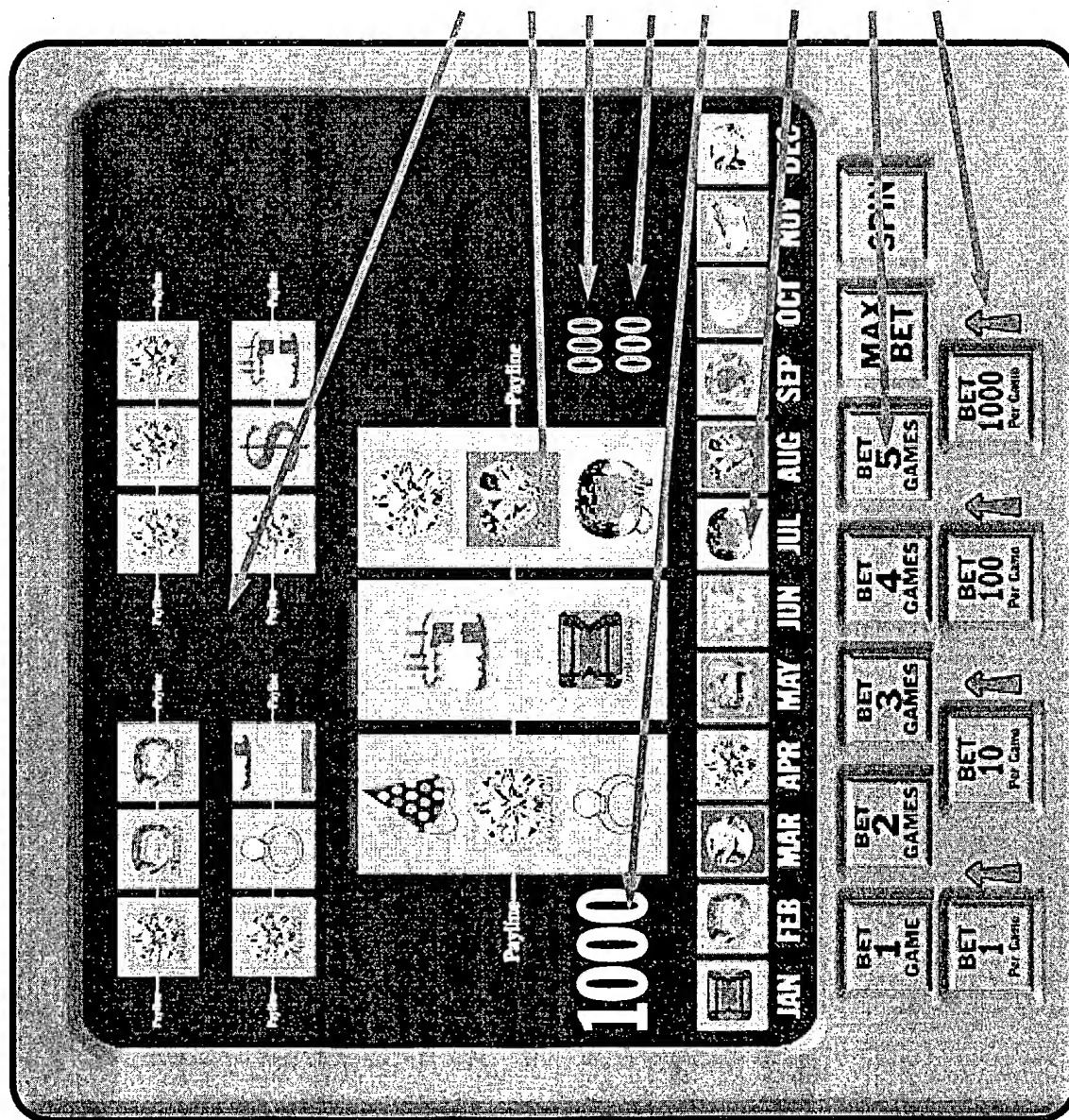


FIG. 16

5-Play Lucky Day^(A)

The player bets the number of games to be played (5) and the number of credits bet per game.

THEN THE PLAYER PICKS A SPECIAL MONTH BY TOUCHING THE ICON ON THE SCREEN. HERE THE PLAYER PICKS "AUGUST". (If no month is picked, one of the 12 months will be randomly picked upon spinning.)

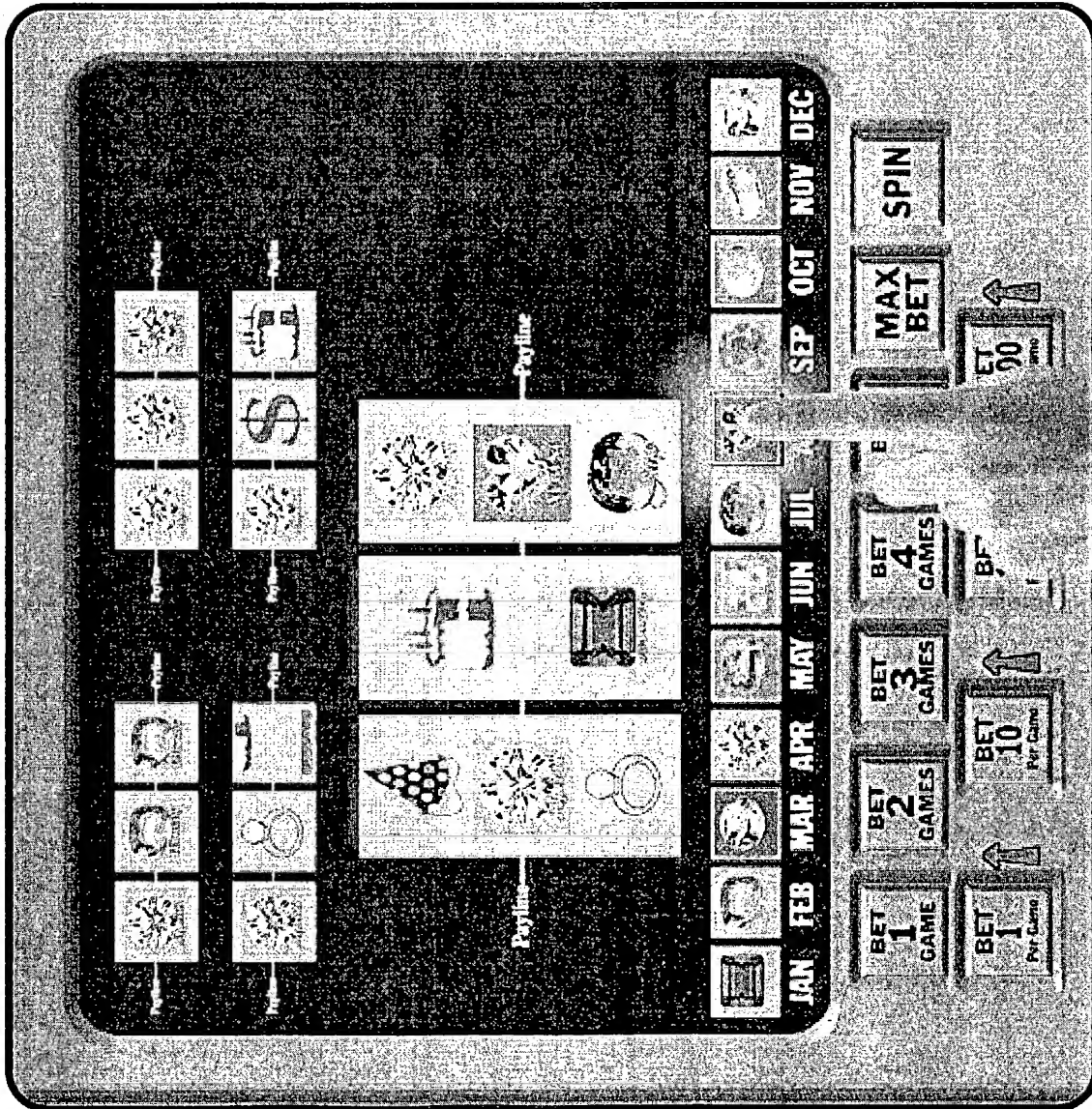


FIG. 17

5-Play Lucky Day^(B)

The player presses SPIN.

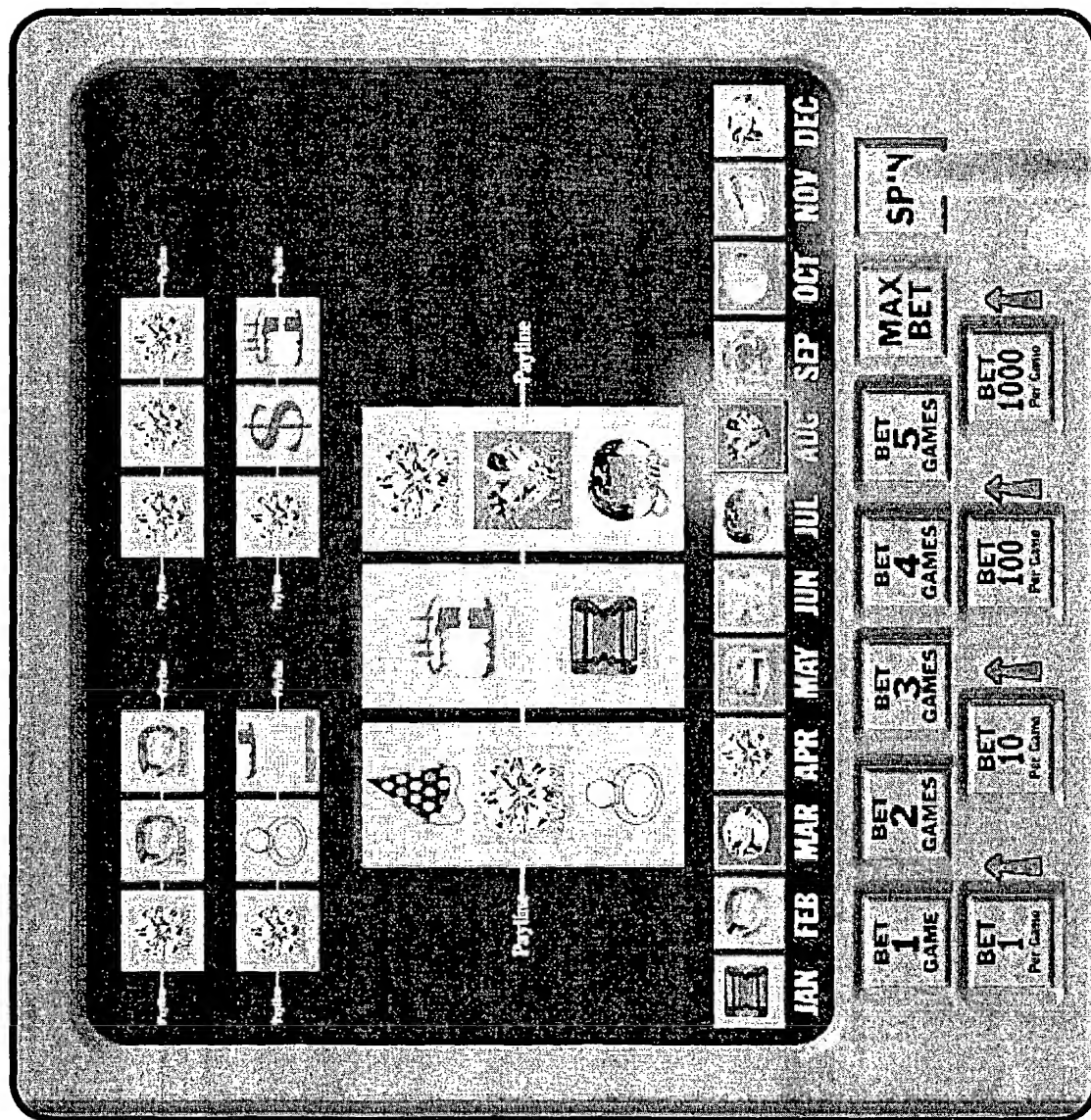


FIG. 18

5-Play Lucky Day^(c)

All of the reels start to spin.

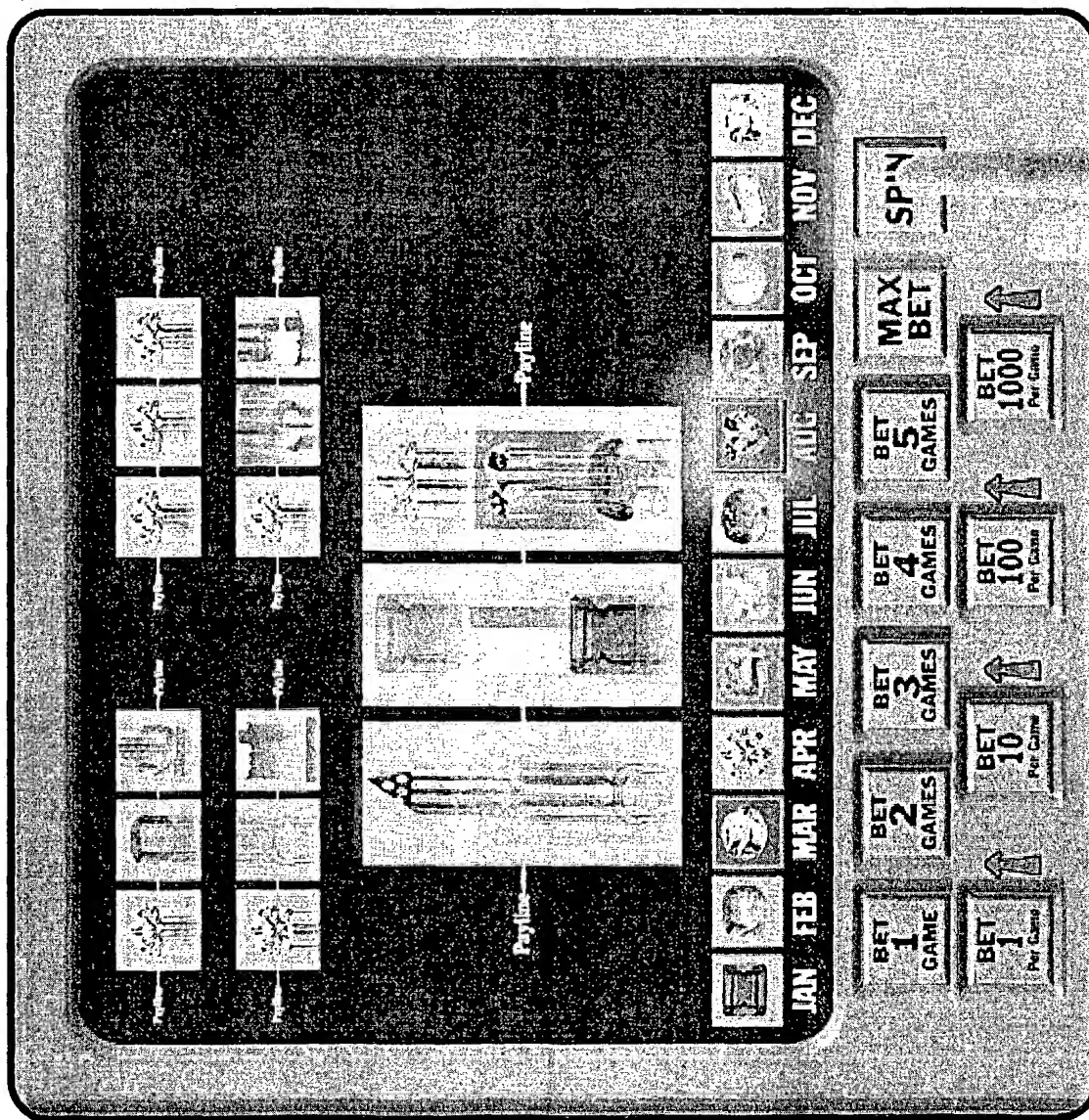


FIG. 19

5-Play Lucky Day^(D)

As soon as the first reel of the main game stops, the symbol on the payline is instantly stopped as the first reel payline symbol IN EACH GAME. All games will be played out independently of each other.

All the second and third reels continue to spin. (If the first main reel payline symbol is a BLANK, then a blank would appear on the first reel of every other game.)

HERE THERE IS GREAT SUSPENSE FOR THE PLAYER! THE FIRST REEL SYMBOL IN EVERY GAME IS "AUGUST"!

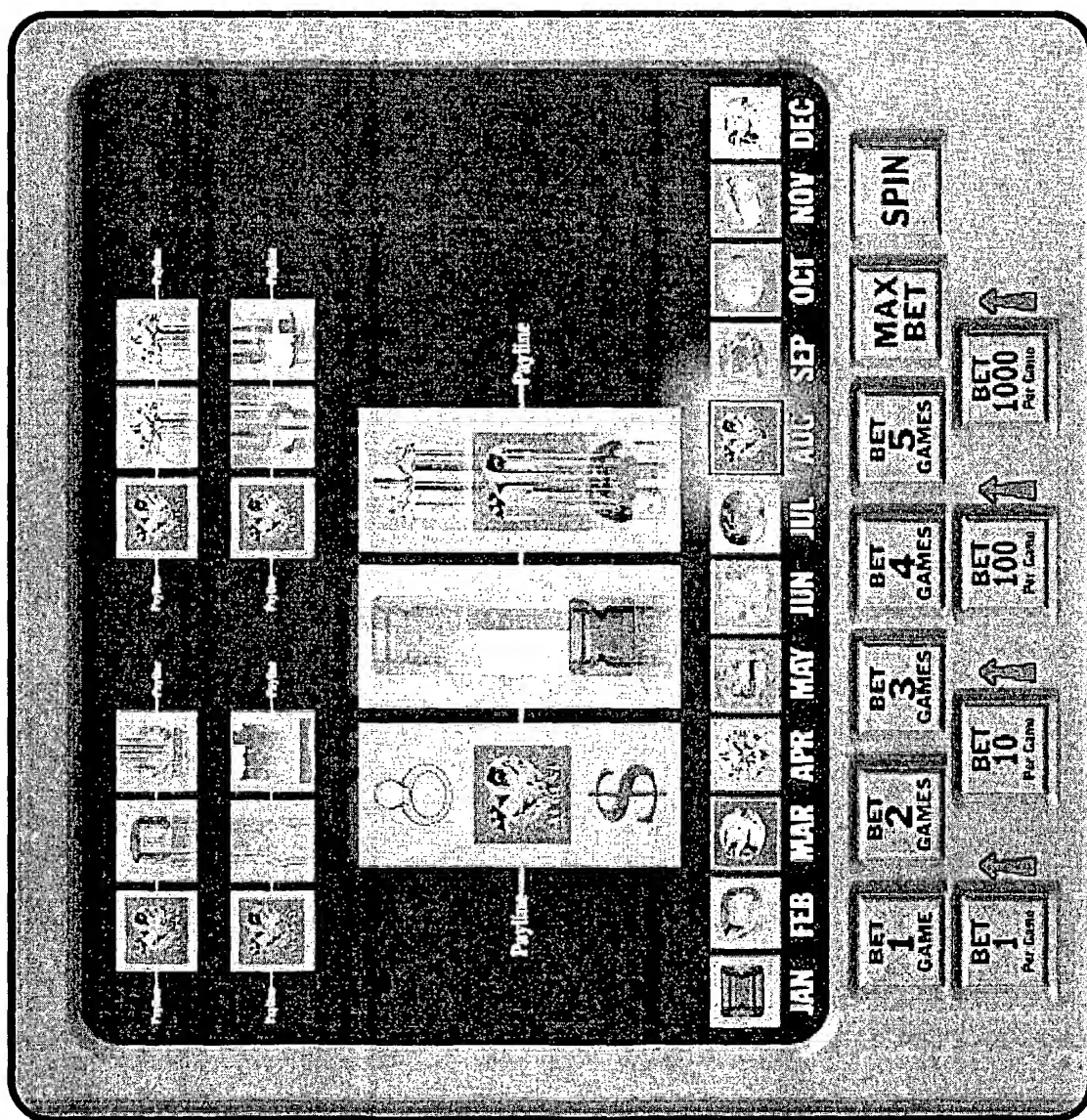


FIG. 20

5-Play Lucky Day^(E)

The second reel of the main
game stops.

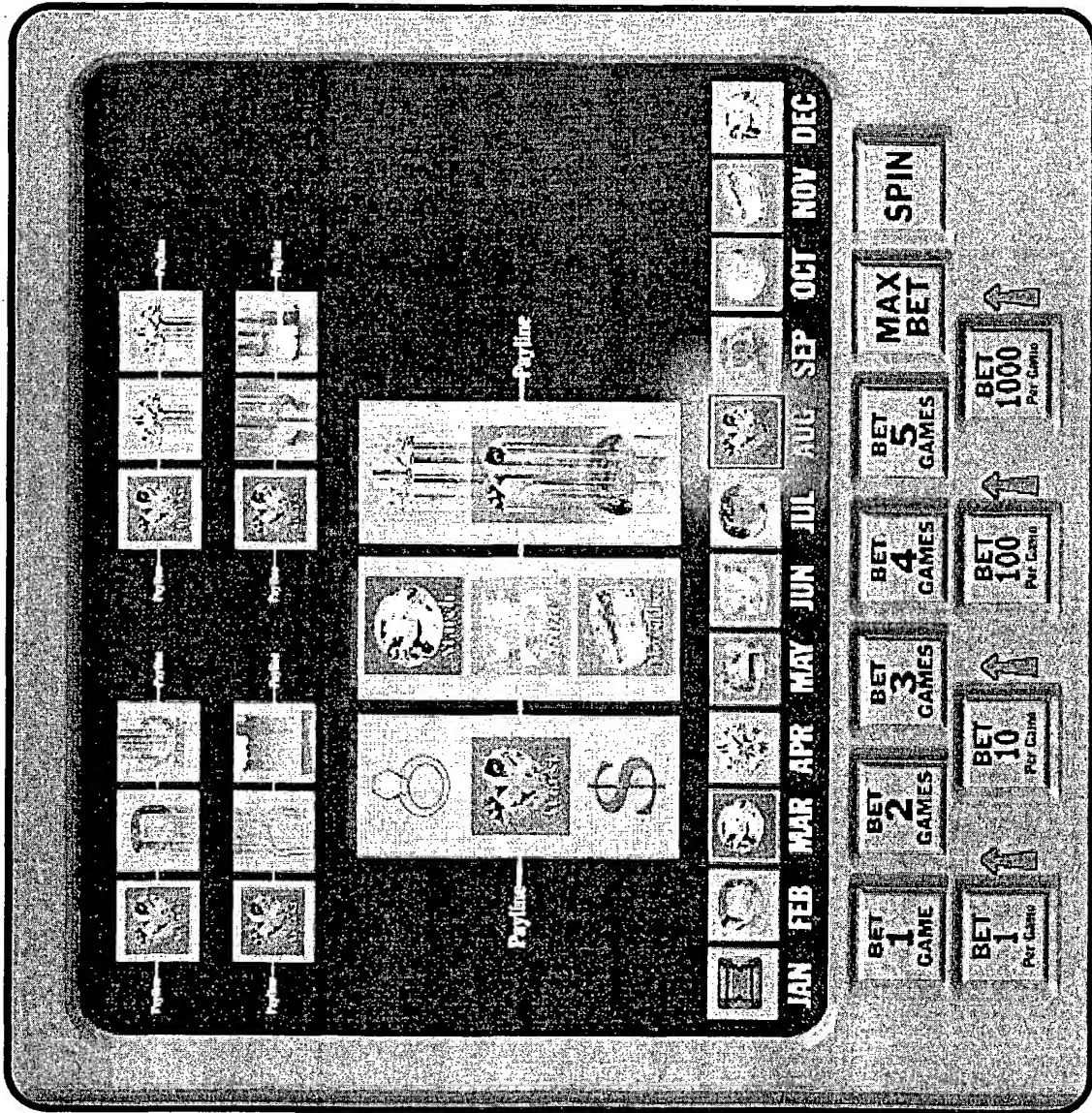


FIG. 21

5-Play Lucky Day^(F)

The third reel of the main
game stops.
The player has won for
MIXED MONTHS in this first
game.

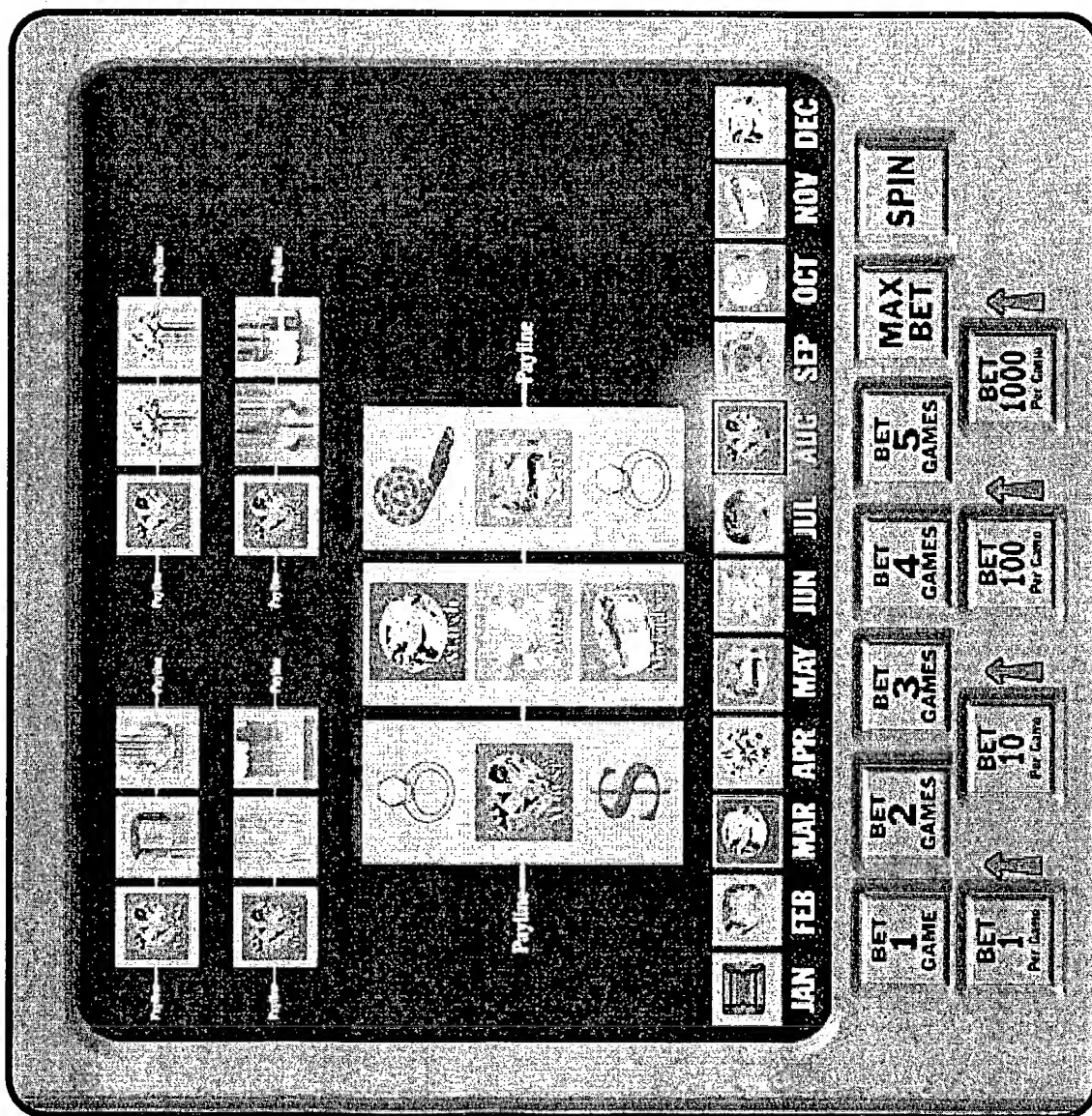


FIG. 22

5-Play Lucky Day^(G)

Immediately the second game is completed. Here the player wins a cherry-like pay for the red DOLLAR SIGN.

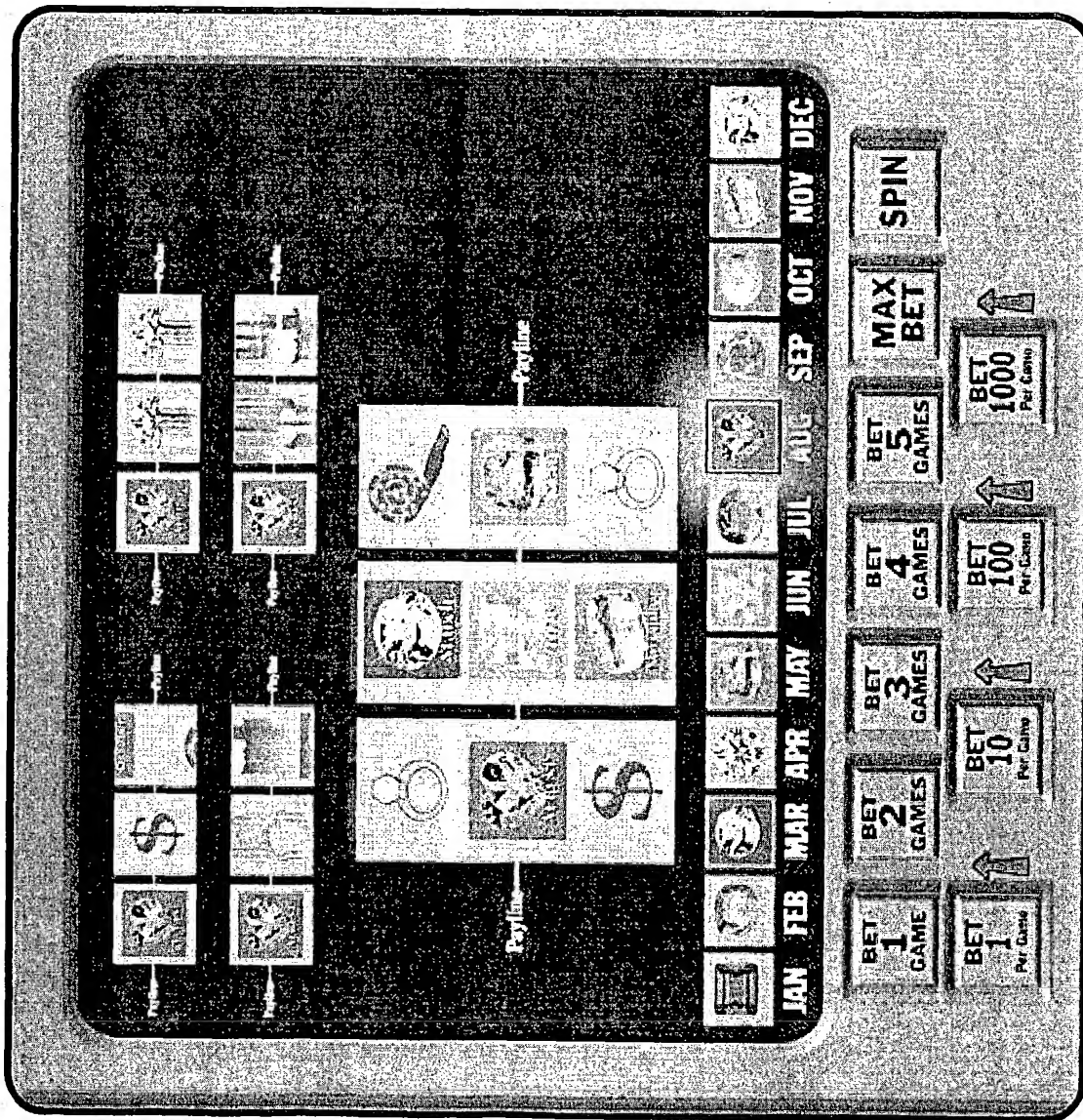


FIG. 23

5-Play Lucky Day^(H)

The third game is then completed, YIELDING NO WIN.

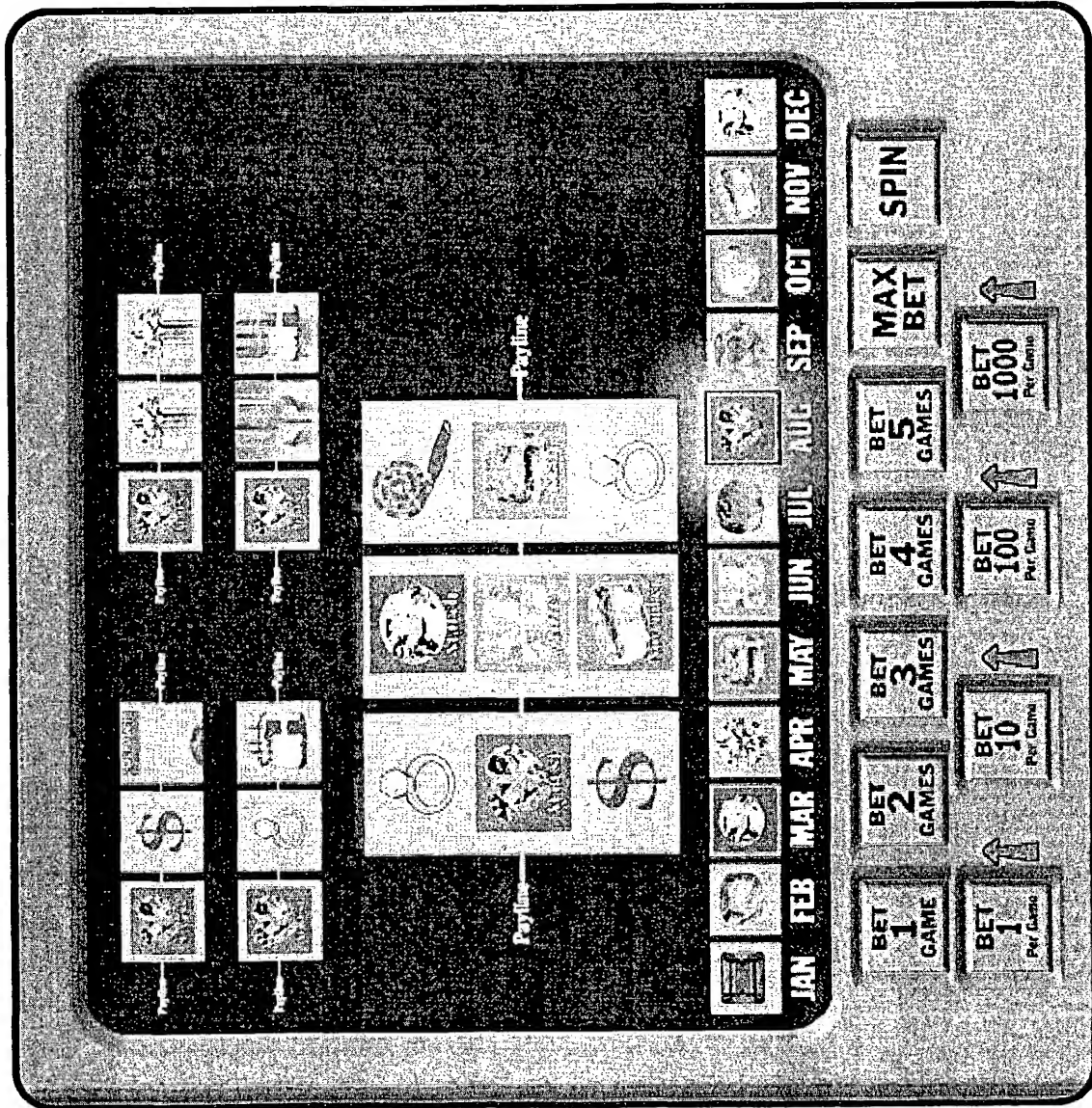


FIG. 24

5-Play Lucky Day⁽¹⁾

The fourth game is completed, and the player gets 3 OF HER FAVORITE MONTH "AUGUST"!!!!!!

This win pays 5 times the amount of other matched months, and as soon as all of the games are complete, the player will get a BONUS ROUND GAME!!!!

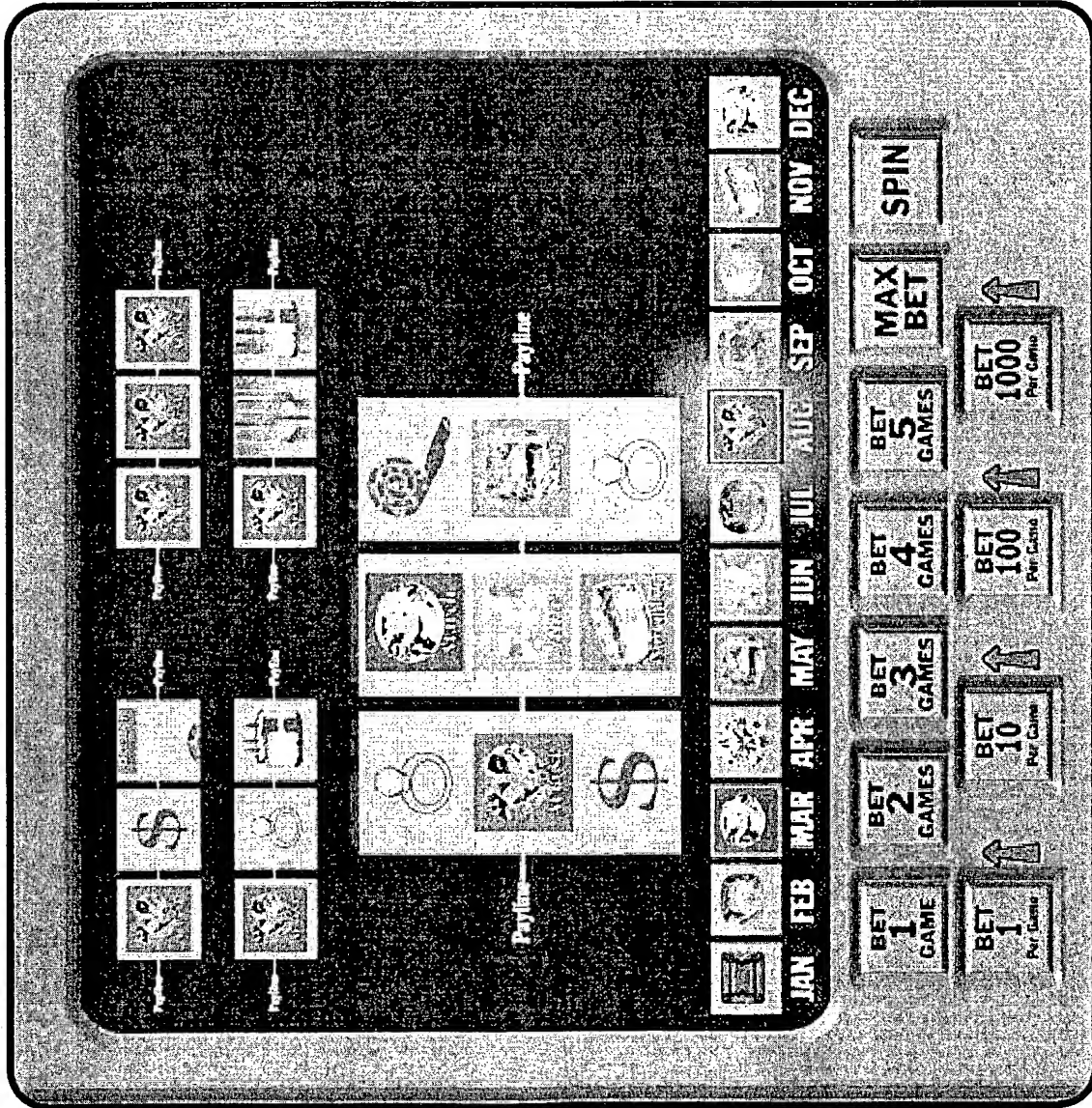


FIG. 25

5-Play Lucky Day^(a)

The final game is now complete, and the player wins for CONSECUTIVE MONTHS (August, September, October).

All payouts are shown.

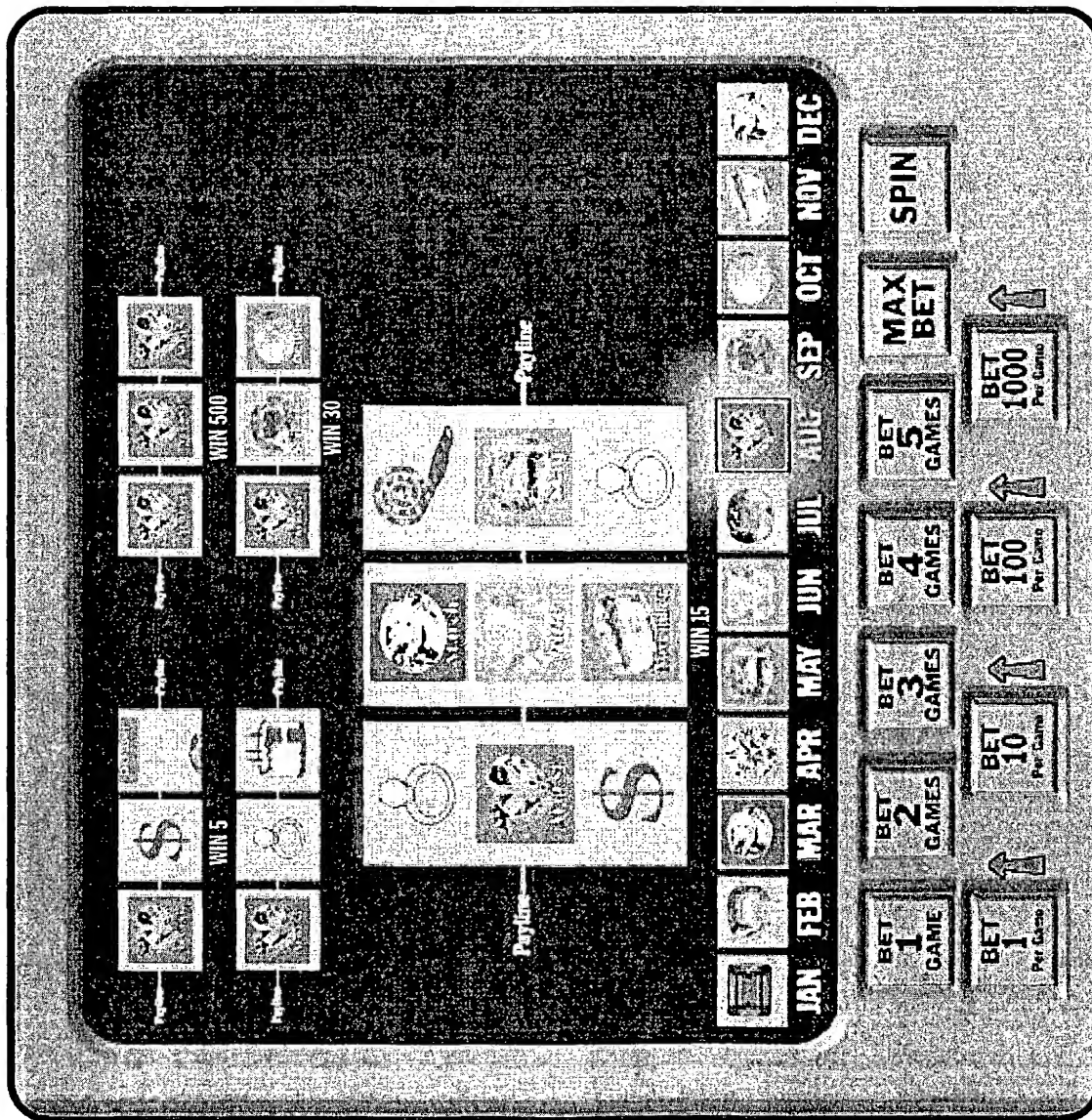


FIG. 26

5-Play Lucky Day^(K)

IMMEDIATELY A 31-DAY
BONUS CALENDAR
APPEARS (since the player
got 3 of her special month).

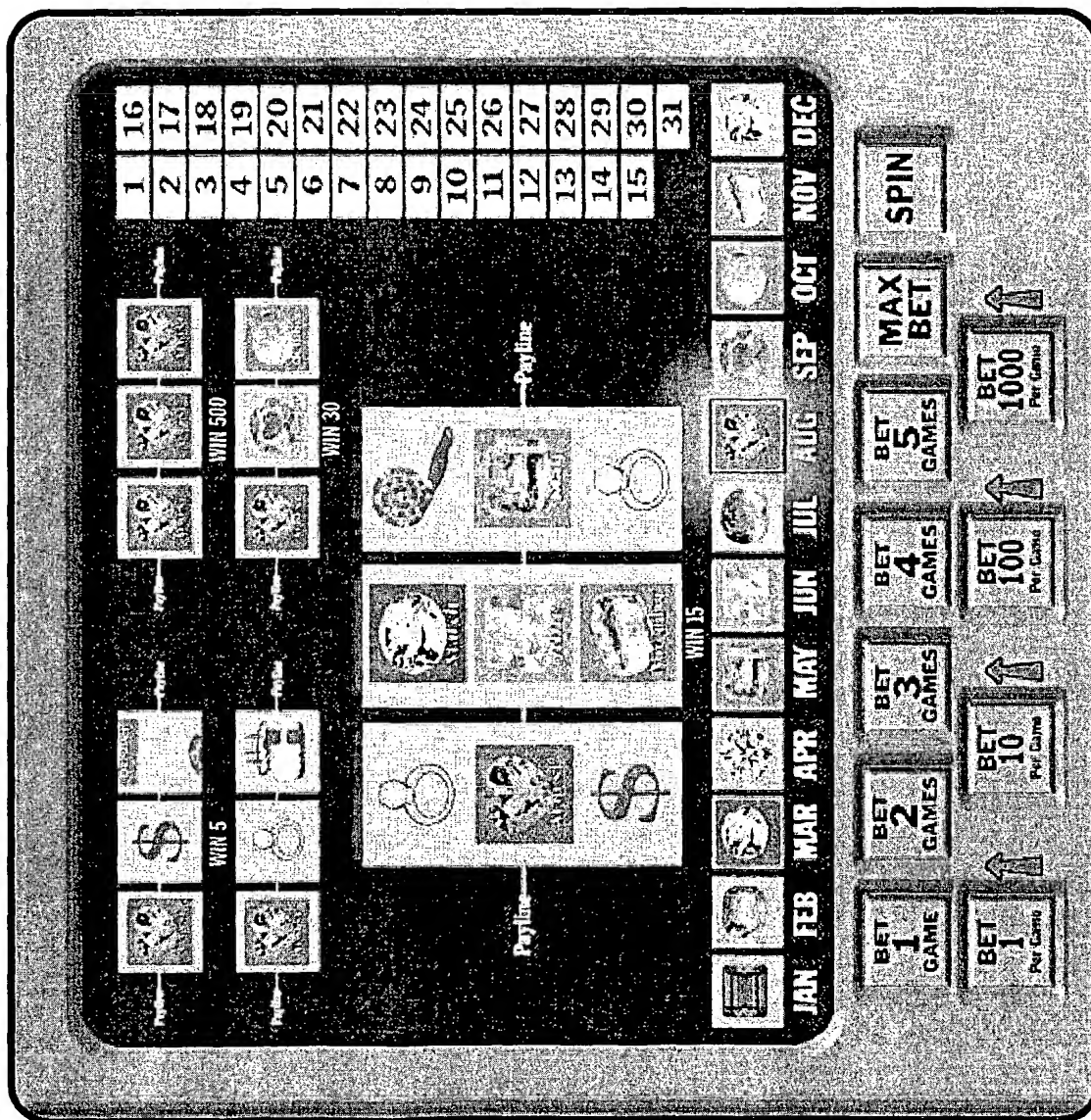


FIG. 27

5-Play Lucky Day^(L)

The player is prompted to pick her lucky day by touching one of the dates.

Here she picks "4".

(NOTE: To keep the chances even, all months would have 31 days to pick from. A player could pick her actual favorite date, or just pick a wacky February 30th, for instance!)

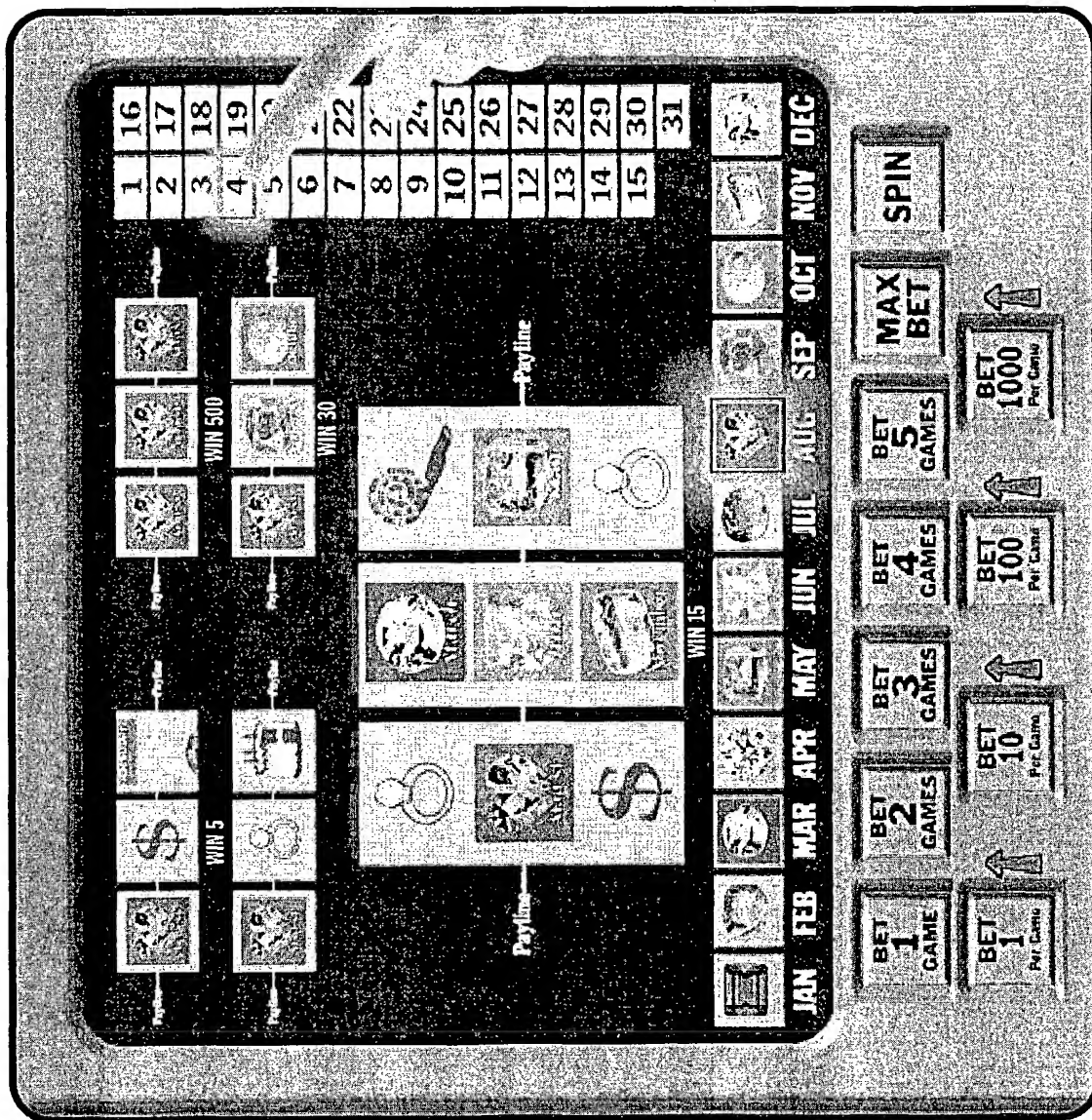


FIG. 28

5-Play Lucky Day^(M)

The chosen day is shown
under the chosen month.

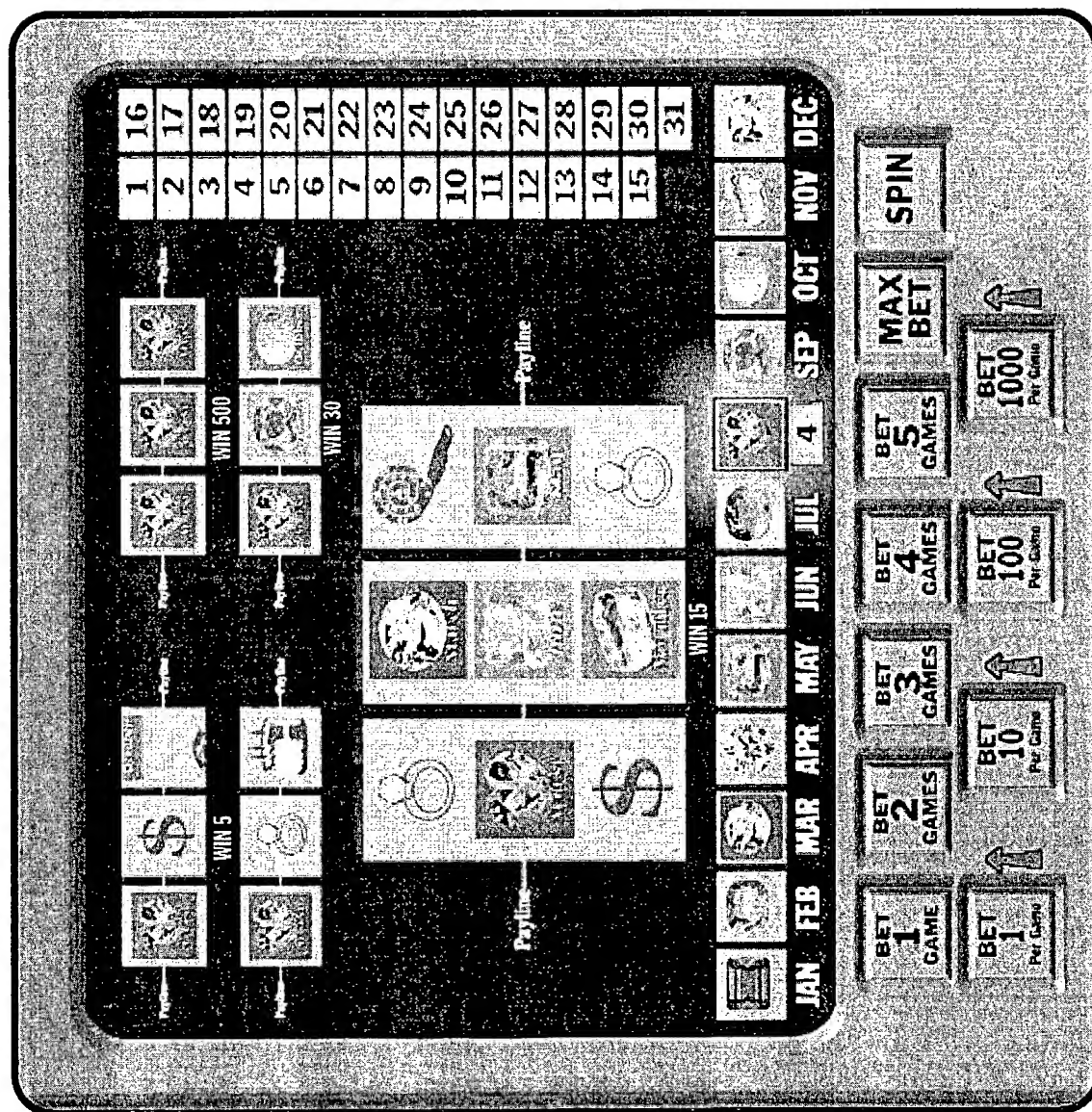


FIG. 29

5-Play Lucky Day^(N)

Immediately one of the 31 days is randomly chosen by the RNG.

UNFORTUNATELY, HERE THE WINNING DAY IS 22, NOT 4.

IF THE PLAYER HAD PICKED CORRECTLY, THE WIN OF 500 FOR THE CORRECT MONTHS WOULD BE MULTIPLIED BY 25!!!!!!

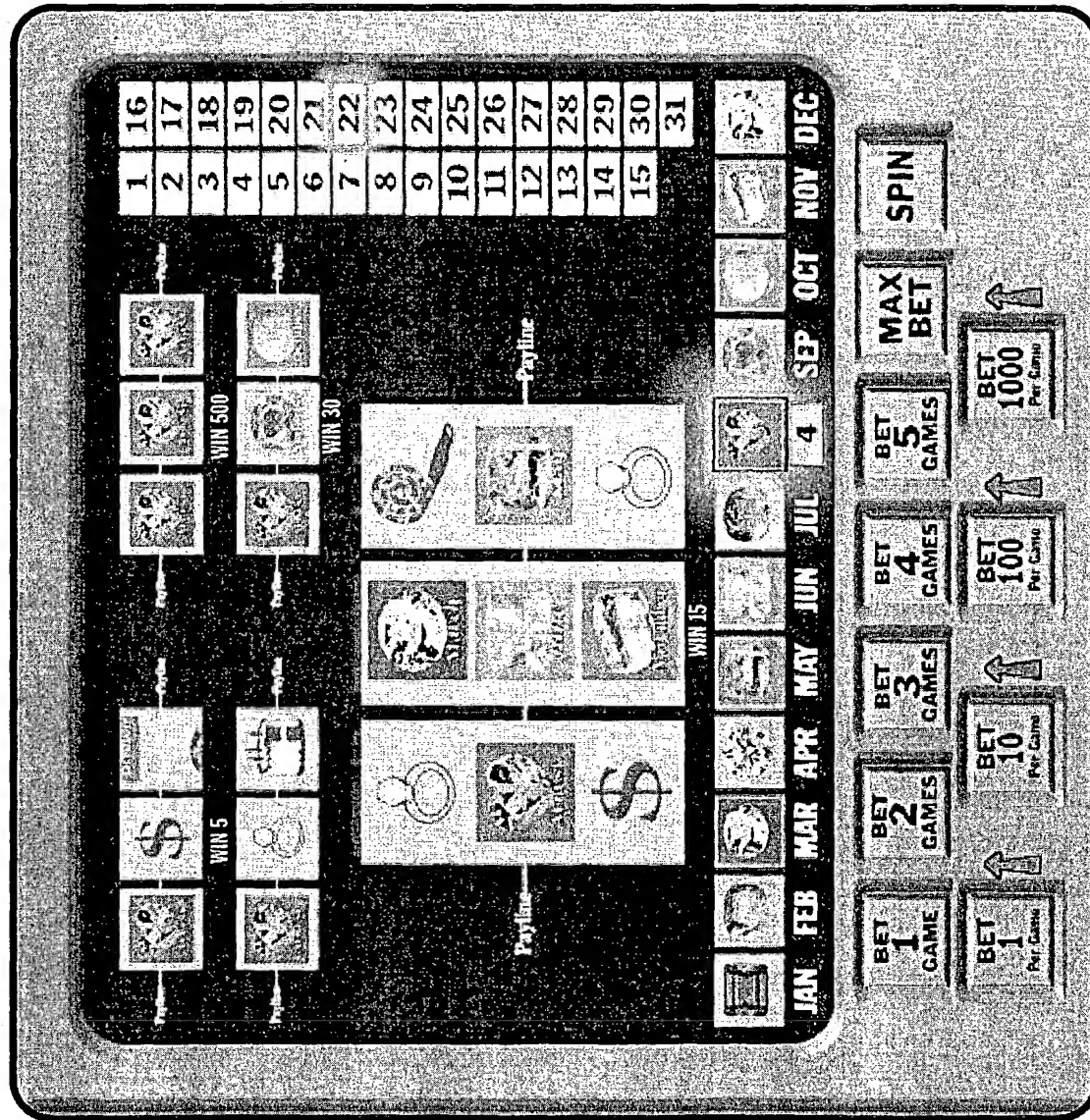


FIG. 30